

FIRST STAR SOFTWARE PRESENTS



Starring Peter the Painter™

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Game Start

Insert your BBT TUE1 cartridge into your Atari 2600 SuperSystem or equivalent to your system ports, and turn on your system. Plug one controller and controller port #1. A second controller can be inserted into controller port #2 for two player challenges.

Press any unselected action mode or female characters with different names. Each player has a letter code: Player 1 = Blue, Player 2 = green, Player 3 = yellow, and Player 4 = purple. Press RST #1 to choose the number of players. Press RST #2 to choose the number of players. To select the names of the players using the controller port #1 or #2, To select settings 1 through 4, press the RST button on the controller.

Press PAUSE when to pause during a game. Press PAUSE to resume play. Press RESET when to restart a game during play.

Painters

- There are 8 different painters.
- PETER THE PAINTER: INTRICK
- PAUL: PROCELA
- PAUL: PERRY
- PAUL: PERRY

Note: Two players cannot have the same name. One player can play up to 8 painters with the same P1 joystick.

Game Objective

The object is to paint all the rooms in a building without using your paint brush too before time runs out. Your goal is to paint all buildings in each of the 8 different skills. To begin all the jobs and paint the buildings as fast as possible to get a high score. After you finish each building, a new set of work will appear. When they finish, at the end of a set (right building) you will have a completed message. Discovering all the hidden messages (one from each skill) is the ultimate challenge.

Game Elements

Division

The division are used to gain access to the different floors. They keep an each floor register of the division they are covering. Always make sure an elevator is completely stopped at a floor before entering otherwise your painter will be attacked and to the basement. Whenever a painter is finished down the staircase from the topmost floor will play. You can jump down the staircase (if you go to the first floor in the basement is a Party (Skills 1, 2, 3, 4). Skills 5 and 6 you will have a bonus if you jump at the topmost floor. Enter through timing and strategy you can use the elevator to escape from (Skills 5 and 6) the Flying Hall (Skills 7 and 8) over the topmost part of the building (Skills 7 and 8). You can share and discuss with friends the best the without any consequences to you.

Ladders

The 3 ladders are located in the basement. They lead to the first floor, and stop at the bottom of the elevator shaft. When you climb up a ladder into an elevator shaft, you must move quickly to the right of the ladder to avoid being hit by an elevator. Otherwise, you will be able to run up a ladder into an elevator and ride to the floor of your choice.

Paint Brushes

Each player starts with 10 paint brushes. A player will receive 2 paint brushes for each building completed. For each mistake a brush is lost. Whenever this happens "Brushes Gone!" from the Mastermind Suite will play, and the player will fall down an elevator shaft into the basement.

You'll know you're in trouble if you are hit by Dumb Buckets TM, Flying Half Pints TM, the Bucket-Chucker TM, or jump into a steam pipe or chimney.

Time Clock

Rebuilding is timed. The longer the job, the more time you have, but don't delay it any as the first building you are allowed to construct. Therefore your time will increase by 10 seconds per building. The time is displayed as a numeric value in the lower right corner. For the last 5 seconds of game play the floors will start to flash. This is to alert you that time is running out. (See Leveling, End of Level)

Paint Rollers

Paint rollers are worth **less** than paint. **Quality paint** the room(s) occupied by them. If a dumb bucket gets a paint roller first, you lose the chance to gain extra points. (See Scoring)

Flying Half Pints TM

The first group of enemies you will encounter are the Flying Halfpints. These small flying bugs attack that enters their vision and they will never enter the basement. The pattern must avoid themself first by building under them (and the joystick lever down) or jumping over them (push the lever up). The Half Pints appear on every level, but more of them fly across the screen with each new building. They will always flash briefly before flying across so watch your timing and timing.

Dumb Buckets TM

The dumb-buckets always move in a certain pattern across the building from left to right. They first appear in building #2 and continue thereafter. They start from the left side of the screen. Once movements are very predictable. If a Dumb Bucket enters the 2nd floor, the next one will enter the 1st floor, next the basement level, then the top floor, and so on. They will run over the right hand side of the screen they are in and end on the next screen or screen. The Dumb Bucket will ride out of the elevator (it

which you direction the elevator is heading and get off! Then, it will run over to the right hand side of the next room and wait for the elevator. **Don't** **Break's** will not enter into rooms.

Safe Rooms



Different look like any other rooms. Your pointer is safe, because **Don't Break's** will never enter a Safe Room. However, Flying Half Bros, the **Bucket Chucker**, and **Brenda the Brat** can enter a Safe Room. There is always a minimum of 3 safe rooms in every building. Try to remember their locations. They offer temporary relief and a chance to plan the next strategic move.

Brenda the Brat™



Brenda the Brat, the superintendant's daughter is a prankster. The first to put her handsprings on the freshly painted walls. Of course, the player must then repaint these walls. She runs till points every-time she puts her handsprings on a wall. **Brenda** begins at skill 1, building number 2 and then every other building thereafter. You will have the "I know **Brenda**" from the Australian Sales whenever she puts her handsprings on a wall. You can stop **Brenda's** mischief temporarily by giving **Brenda** a candy cane. First you must touch a candy cane. Then you will light a fuse. While lighting you can not paint. You must pass the candy cane to **Brenda**, by touching her before you can put a new one. To do this, you must enter a room no elevator (at the same time as **Brenda**, while you) are not hating. This will stop her for 15 seconds and you will not put handsprings on the walls during this time.

Bucket Chucker™



The **Bucket Chucker** is the boss of the **Bucket's**. He is very intelligent. He will pursue you methodically back and forth, up and down, between floors. The **Bucket Chucker** begins at skill 1, building #6 and then every other building thereafter. The **Bucket Chucker** can never be destroyed, but you may escape temporarily in the point where as in the basement between the 2 ladders. To get the **Bucket Chucker** into a point where the ladders which is required, first turn on the ceiling fan twice by touching it. The point where will mean a tip 4 seconds. If the **Bucket Chucker** reaches the point where while it is on, he will get stuck underneath it after he a full 4 seconds. It afterwards say point where (while the **Bucket Chucker** is still stuck) you will increase the rising time by an additional 4 seconds. This can be repeated over and over. In order to get the **Bucket Chucker** stuck in the basement, you must first turn on the the basement between 2 ladders. Now quickly go up a ladder's and the first door, avoiding the elevator, and go right or left. Now the **Bucket Chucker** is stuck, and you can get him back.

Steam Pipes



A stack pipe runs up from the outside of the floor to certain rooms. These elevated height is equal to skill 1, building #3. The player will go over steps and lose a breath unless he jumps over the steam pipe first.

Roller Brushes



When painting building # 4 (its work skill) a player brush will go up after 8 rooms have been painted. In building # 2, your brush will go up after 2 rooms. In building #6, your brush goes up after 4 rooms. To roll your paint brush, simply reach one of the large

point flashes displayed in some of the levels in the building. This will enable you to point again.

Levels and Skills

Belton has a total of 48 levels. The levels are divided into 4 skills containing 4 buildings. See the chart below for the description of the different skills. Remember you can change any skill if desired, but you must go to the options screen first.

Skill 1 – pushover-air bubble point. You can bump into obstacles and jump into a shaft without losing a breath.

Skill 2 – pushover-air clear marks (breathable point). You can bump into obstacles and jump into a shaft without losing a breath.

Skill 3 – air lights are out. Players must point all buildings in the deck. You can bump into obstacles and jump into a shaft without losing a breath.

Skill 4 – pushover-air bubble point. You will lose a breath if you bump into an obstacle or jump down a shaft.

Skill 5 – pushover-air clear marks (breathable point). You will lose a breath if you bump into an obstacle or jump down a shaft.

Skills – all lights are out. Players must point all buildings in the deck. You will lose a breath if you bump into an obstacle or jump down a shaft.

Scoring

Green Book score points will be worth 50 points. Golden Book score, worth 10 points each to point a room.

Bonus: A bonus of 500 points is awarded if you reach the Four Point Bonus before a Green Book room is lit.

End of Level: The time remaining on the clock at the finish of a level is converted to point value.

Example: If the timer read 55:12.0 when you finish, you receive an additional 1250 points.

Bonus: Bonus will award 10 points from your score every time the game for handwriting on a freshly painted wall.

Book 5 Quarter: In the basement area (the bottom) you will see a point shaft with a 3-digit number next to it. This number represents the number of breaths that a player has remaining.

Green Book: The number indicates the play within 10 at Belton.

L:00 000000 T:000000

The L is the level you are playing. The 00 digits are for the high score. The T is for time remaining and bonus points. (See End of Level Above). The next row up is the score for each player.

Which player score has a point (breath) next to it will be flashing. This indicates which player is up. In the above example player #1 is up. (There are a total of 4 different indicators identifying which player is up.)

1 – point (breath) next to score

2 – breath counter (maximum 4 per building) will flash

3 – score flashes

4 – color of the player up

Coming Soon from First Star Software...

Flip and Flop™

Join Flip and Flop and his friends on a juggling voyage from the Backstage. Change squares to complete each level. But watch the onion legs turn red and juggling to finish upside down. Fun for the entire family.



BOULDER DASH™ Vol. 2

Now comes the best of the classic Boulder Dash sequel. Larger levels, more challenges, and more Boulder Dash and Boulder Dash than ever before.



